



Radio Control 2009 F3A F09 Scoresheet

	CONTEST : COMPETITOR NAME :		DATE : ROUND No :																																																																																																															
	<table border="1"> <thead> <tr> <th>No</th> <th>MANOEUVRE</th> <th>SCORE</th> <th>K</th> <th>TOTAL</th> </tr> </thead> <tbody> <tr> <td colspan="2"><i>Take Off Sequence</i></td> <td colspan="3">Not judged, not scored</td> </tr> <tr> <td>1</td> <td>Loop, full rolls integrated in each 180 degree half</td> <td></td> <td>5</td> <td></td> </tr> <tr> <td>2</td> <td>Stall turn, full snap roll up, 2/4 pt roll down, inverted exit</td> <td></td> <td>4</td> <td></td> </tr> <tr> <td>3</td> <td>Two 4/8 rolls opposite, inverted exit</td> <td></td> <td>4</td> <td></td> </tr> <tr> <td>4</td> <td>Push-pull-humpty bump, 2/4 pt roll up, 1/2 roll down</td> <td></td> <td>3</td> <td></td> </tr> <tr> <td>5</td> <td>1 1/2 Snap roll from knife edge, inverted exit</td> <td></td> <td>5</td> <td></td> </tr> <tr> <td>6</td> <td>Half square loop, two 1/2 rolls in upline</td> <td></td> <td>3</td> <td></td> </tr> <tr> <td>7</td> <td>Outside loop, integrated 4 pt roll over bottom 180 degree half</td> <td></td> <td>5</td> <td></td> </tr> <tr> <td>8</td> <td>Reverse top hat, 3/4 rolls down & up, horizontal cross inverted, inverted exit</td> <td></td> <td>3</td> <td></td> </tr> <tr> <td>9</td> <td>Two turn inverted spin, inverted exit</td> <td></td> <td>3</td> <td></td> </tr> <tr> <td>10</td> <td>Shark fin, two 1/2 rolls opposite, 2/4 pt roll down, inverted exit</td> <td></td> <td>4</td> <td></td> </tr> <tr> <td>11</td> <td>Triangle loop, two 1/2 rolls up, full roll down, inverted exit</td> <td></td> <td>4</td> <td></td> </tr> <tr> <td>12</td> <td>Stall turn, 3/4 pt roll up 3/4 roll down</td> <td></td> <td>3</td> <td></td> </tr> <tr> <td>13</td> <td>Knife edge loop</td> <td></td> <td>6</td> <td></td> </tr> <tr> <td>14</td> <td>Half loop, two opposite integrated full rolls, inverted exit</td> <td></td> <td>4</td> <td></td> </tr> <tr> <td>15</td> <td>Horizontal hourglass, knife edge & full roll in 45 degree uplines, inverted exit</td> <td></td> <td>5</td> <td></td> </tr> <tr> <td>16</td> <td>Reverse pull-push-humpty, 2/4 pt roll down, full roll up, inverted exit</td> <td></td> <td>4</td> <td></td> </tr> <tr> <td>17</td> <td>Two opposite snap rolls on 45 degree down, 1/2 roll on exit</td> <td></td> <td>5</td> <td></td> </tr> <tr> <td colspan="2"><i>Landing Sequence</i></td> <td colspan="3">Not judged, not scored</td> </tr> <tr> <td colspan="2">TOTAL SCORE</td> <td></td> <td>70</td> <td></td> </tr> <tr> <td colspan="5">Judge's signature</td> </tr> </tbody> </table>		No	MANOEUVRE	SCORE	K	TOTAL	<i>Take Off Sequence</i>		Not judged, not scored			1	Loop, full rolls integrated in each 180 degree half		5		2	Stall turn, full snap roll up, 2/4 pt roll down, inverted exit		4		3	Two 4/8 rolls opposite, inverted exit		4		4	Push-pull-humpty bump, 2/4 pt roll up, 1/2 roll down		3		5	1 1/2 Snap roll from knife edge, inverted exit		5		6	Half square loop, two 1/2 rolls in upline		3		7	Outside loop, integrated 4 pt roll over bottom 180 degree half		5		8	Reverse top hat, 3/4 rolls down & up, horizontal cross inverted, inverted exit		3		9	Two turn inverted spin, inverted exit		3		10	Shark fin, two 1/2 rolls opposite, 2/4 pt roll down, inverted exit		4		11	Triangle loop, two 1/2 rolls up, full roll down, inverted exit		4		12	Stall turn, 3/4 pt roll up 3/4 roll down		3		13	Knife edge loop		6		14	Half loop, two opposite integrated full rolls, inverted exit		4		15	Horizontal hourglass, knife edge & full roll in 45 degree uplines, inverted exit		5		16	Reverse pull-push-humpty, 2/4 pt roll down, full roll up, inverted exit		4		17	Two opposite snap rolls on 45 degree down, 1/2 roll on exit		5		<i>Landing Sequence</i>		Not judged, not scored			TOTAL SCORE			70		Judge's signature						
No	MANOEUVRE	SCORE	K	TOTAL																																																																																																														
<i>Take Off Sequence</i>		Not judged, not scored																																																																																																																
1	Loop, full rolls integrated in each 180 degree half		5																																																																																																															
2	Stall turn, full snap roll up, 2/4 pt roll down, inverted exit		4																																																																																																															
3	Two 4/8 rolls opposite, inverted exit		4																																																																																																															
4	Push-pull-humpty bump, 2/4 pt roll up, 1/2 roll down		3																																																																																																															
5	1 1/2 Snap roll from knife edge, inverted exit		5																																																																																																															
6	Half square loop, two 1/2 rolls in upline		3																																																																																																															
7	Outside loop, integrated 4 pt roll over bottom 180 degree half		5																																																																																																															
8	Reverse top hat, 3/4 rolls down & up, horizontal cross inverted, inverted exit		3																																																																																																															
9	Two turn inverted spin, inverted exit		3																																																																																																															
10	Shark fin, two 1/2 rolls opposite, 2/4 pt roll down, inverted exit		4																																																																																																															
11	Triangle loop, two 1/2 rolls up, full roll down, inverted exit		4																																																																																																															
12	Stall turn, 3/4 pt roll up 3/4 roll down		3																																																																																																															
13	Knife edge loop		6																																																																																																															
14	Half loop, two opposite integrated full rolls, inverted exit		4																																																																																																															
15	Horizontal hourglass, knife edge & full roll in 45 degree uplines, inverted exit		5																																																																																																															
16	Reverse pull-push-humpty, 2/4 pt roll down, full roll up, inverted exit		4																																																																																																															
17	Two opposite snap rolls on 45 degree down, 1/2 roll on exit		5																																																																																																															
<i>Landing Sequence</i>		Not judged, not scored																																																																																																																
TOTAL SCORE			70																																																																																																															
Judge's signature																																																																																																																		